DC

ALL IN

13+ TEEN

74

CATWOMAN™

FALLING INTO PLACE

GRØNBEKK
IGNAZZI
DELPECHE

ALL IN

ABSOLUTE

MARTIAN MANHUNTER

Written by **DENIZ CAMP** • Art and cover by **JAVIER RODRÍGUEZ**

A startling evolution of the **Absolute Universe** beginning in **MARCH**

pedasi, panama. two weeks ago.

*It has been five years since Jonathan **"Long John"** Johnson walked away from his identity, his wife, various debts, and unpaid taxes.*

I know **200k** sounds like ***a lot--***

CATWOMAN: LONG TIME, NO TIME

PART 2

TORUNN GRØNBEKK SCRIPT MARIANNA IGNAZZI ART
PATRICIO DELPECHE COLORS STEVE WANDS LETTERS SEBA FIUMARA COVER
FRANK CHO & SABINE RICH, DAN PANOSIAN VARIANT COVERS
W. SCOTT FORBES 1:25 VARIANT COVER FRANK CHO & SABINE RICH 1:50 VARIANT COVER
JAMES REID ASSISTANT EDITOR ARIANNA TURTURRO EDITOR ROB LEVIN GROUP EDITOR

(He has never looked back.)

But by getting in early, you're securing your financial independence--it's a ***no-brainer!***

The first couple of years, he made sure to cover his tracks--

--ever worried the English government--or worse, his (ex) wife--would track him down.

Once the resort is done, the bungalows will go for ***four times*** what you've invested--

But time went on--

--and Long John got sloppy.

There are few people left to mourn the death of Long John Johnson--

Bloody hell.

--but Suzy Sinner is one of them.

Long John is dead...

He's [redacted] dead.

PEDASI SHOOTING VICTIM IDENTIFIED AS JOHN LONGATE JOHNSON.

They are killing us off...*all* of us! What should I do?

Yeah...no... I'm fine...I think I'm safe here.

I just... I'm so scared. And ***lonely.*** Can't stay here forever.

I ***want*** to figure out who is trying to kill me.

We will figure out who is doing this...just stay low and stay alive, Suzy.

Yeah...

yesterday.

BZZT BZZT

!

EVIE?!

Are you in *Tokyo* already? A photo of you from the airport is being shared on...like, the *worst* parts of the dark web.

Well, that was the plan.

You wanted to know who is after us, right?

I'm going to draw them out...but I need you to document who shows up.

Are you crazy?!

No arguments, please.

What can I do? How can I help?

I need you to find any public cameras around Alexander's warehouse.

And I need everything you can find on his assets in Tokyo.

What...what are you going to *do?*

Don't worry, Suzy. I have a plan.

now.

Suzy?

EVIE! It's working!

(00:01:37)

There's movement. A gang of guys on motorcycles just checked out the traffic camera.

Good boys. Right on schedule.

It'll take a bit to process the data, but I'm recording all the feeds. I'll run any photos through facial recognition later.

Speaking of-- did you gain access to the cameras in Alexander's apartment?

Yes...got the living room, bedroom, and office. I'm looking at him right now actually...

...

What's wrong?

Anton is here.

What?!

He is here... well, *there*... in Tokyo. Staring up at the traffic camera as we speak.

Is he following you? What are you going to do, Evie?

I'm going to stick to my plan.

Just record anyone showing up near the warehouse. Identify whoever you can.

100

00:01:22

Alexander!

Evie Hall was just outside the warehouse.

What?!

It was posted on *Bounty* twenty minutes ago.

TWENTY MINUTES?!

Every hired gun in Tokyo is about to descend on the warehouse looking for this woman.

What do you want *me* to do?

Come on, you [redacted] *idiots!* What are you waiting for?

Do you need a gilded invitation?

I'm calling *Riku.*

BZZZ BZZZ BZZZ

I think you should stay here, boss.

(00:00:20)

Don't overstep now, *Asami.*

...Asami?

They are like family to him--

--the Belovs.

But Anton Todorov knows--

(because they never let him forget)

--that the only true family he has is his brother Adam.

Adam, who is on life support in Stockholm--

Where are you, Evie?

What are you up to?

--fighting for his life because of her.

Anton would have hunted Evie Hall to the end of the world.

And now that he is here--

(00:00:02)

This isn't right.

She still eludes him.

BOOM

EVIE?!

[redacted]! The warehouse!

It's on fire! It's--

I'm fine, Suzy.

Keep your eyes on who turns up.

What the hell was *that?!*

The warehouse...

...it's burning.

Oh, I'm going to [redacted] kill her!

Where are you?

I'm going for the key.

But...there's no way into Alexander's safe. I checked. I...

Like seriously. The security on the safe is some next-level stuff.

It has biometric 3D vascular scanning--

KLIK

Arm yourselves! She's...

...that's not possible.

What is going on?

Never you mind. Get to the warehouse. Get this sorted.

I want her *alive!*

There's even a smart card with blockchain authentication...

Which is the most pointless use of blockchain tech yet, which is [redacted] *saying something.*

But unless you can get Alexander Belov to open the safe for you--

Like-- there's no way in.

That's all right, Suzy.

Just keep an eye on the warehouse...

...I'll do the rest. Going dark now. See you on the other side.

Evie?

...Evie?

[redacted]

Authenticating.

Alexander Belov. Identity verified.

How the [redacted] did she do this?

Where is it?

Where the [redacted] is it?

What the--

Oh...

Oh, thank god. Thank [redacted] god.

Don't turn around. Put your hands on your head.

I'll have that key.

He watches the chaos unfold.

And he wonders if they--

--the people who came here to kill her--

--are supposed to think that Evie Hall is dead.

It is a paltry device.

Anyone who knows her will see the trick for what it is.

But then again, he thinks--

--who really knows Evie Hall?

What's the point of this, Evie?

I already know what you look like. We have your photo.

I'll get you for this.

There is no place you can hide from me.

His voice is strangled with fury and humiliation.

Someone has been killing off our old team...

Is it *you?*

The telltale sign of a man about to lose control.

Why the hell would I bother with a bunch of washed-up has-beens?

That's what I'm trying to find out.

He was not expecting her.

Someone has gone to ***significant*** lengths to track us down.

Yet another dead end.

They shot *Long John* on a beach in Panama.

Angel was found dead in a prison cell. Suicide, they said.

And *Suzy* blew up in her Amsterdam houseboat.

[redacted]... Suzy is dead? I always liked her.

She searches the room for answers she knows are not there.

Why would I kill her?!

I haven't thought about you guys in years.

She listens for lies in his voice.

(She finds none.)

You weren't even a blip on my radar.

But if you think you can *rob me?* You worthless, cheap [redacted]--

Language.

The mills of God grind slowly, but they grind exceedingly small.

So she gives him some truth in return.

I could have killed you today, Alex.

And you would have deserved it.

"I know what you kept on the servers burning below us."

And nothing quite cuts--

If your father knew what his son had become...

...he would have been sorely *disappointed.*

--like the truth.

Don't you dare talk about my father!

HE'D NEVER HAVE THE NERVE TO--

She feels the thrill of a plan well executed.

And the joy of movement.

Escape.

(It does not last.)

AAHHH!

Uhkk--

You should have stayed ***dead,*** Evie.

OOF!

Somewhere in the back of her mind--

You put my brother in the hospital.

I'm going to kill you.

Slowly.

She counts the seconds.

Trust me--

--Adam had it coming.

And she wonders--

--how long will it take Alexander to free himself?

How long until his men understand that something is wrong?

She does not have time for this--

Aghh!

--for Anton or his revenge.

He is on something.

Some drug dulling his pain--

--and fueling his anger.

It is working.

She is losing control of the fight.

Of the situation.

That's not good enough!

I need confirmation! A video--a photo of the body--*something!* Unless you can prove she is dead, assume she's not!

Running out of fight.

ARGGHH!

Running out of time.

Something isn't adding up. Get back to Alexander. Lock the building down.

I'll deal with this.

CRKK

He is relentless.

They're coming back...

Pick up the phone, Evie. Pick up the damn phone!

Did you really think I'd let you get away with this?

BZZZ BZZZ BZZZ

She cannot hear the phone ring.

Anton.

Nor the voice behind them--

What the hell?!

There you are...

Her mind muffles the world as the silencer muffles the shot.

Until there is nothing but pain--

And darkness.

...Evie.

TO BE CONTINUED.

ABSOLUTE

MARTIAN MANHUNTER

#1 PREVIEW

WRITER DENIZ CAMP
ARTIST JAVIER RODRÍGUEZ
LETTERS HASSAN OTSMANE-ELHAOU

YOU LOOK FOR IDENTIFIABLE PATTERNS.

ANYTHING TO MAKE THE WORLD NOT RANDOM.

THAT'S WHAT STOCHASTIC MEANS.

RANDOM.

(How do I know?)

POOR, TRAPPED THINGS. LIGHT THEMSELVES ON FIRE TO ESCAPE.

I DRIVE BY MY HOUSE THREE TIMES, NOT RECOGNIZING IT.

WE'VE LIVED HERE FOR ALMOST A YEAR.

I THINK THERE'S SOMETHING REALLY WRONG WITH ME.

HOW ARE YOU FEELING?

Fine.

I THINK I'M GOING CRAZY.

NO VACATION?

NO VACATION.

MEMORY OF...

...LIVING MUSIC DANCING IN DAFFODIL LIGHT, ABSTRACTED CANYONS BEYOND PHYSICS AND FORM--

--WAVES OF QUANTUM FOAM GENTLY LAPPING...

Monsters.

AT LEAST THEY LET YOU COME HOME BEFORE MIDNIGHT FOR A CHANGE. TYLER'S STILL UP. HE'S IN HIS ROOM.

"WHY DON'T YOU GO SAY HI TO YOUR SON?"

MOZART

WHAT ARE YOU WORKING ON, TYLER?

IS THAT YOU? AND MOMMY?

THESE ARE REALLY *GOOD*, TYLER. GREAT JOB. WHERE AM I? WHERE'S *DADDY*?

The Man Who Was Thursday

I STAY AWAKE ALL NIGHT. TRYING NOT TO THINK OF...

...OF THE SMOKE...

...OF WHAT'S WAITING FOR ME IN IT...

HAVE YOU EVER TRIED NOT TO THINK OF SOMETHING?

IT'S ALL YOU CAN THINK OF.

TO BE CONTINUED IN ABSOLUTE MARTIAN MANHUNTER #1

ON SALE IN MARCH!

JEPH LOEB. JIM LEE.

THE BIGGEST SEQUEL IN COMIC BOOK HISTORY!

BATMAN

HUSH

#158

© & ™ DC.

WRITTEN BY
JEPH LOEB

ART BY
JIM LEE, SCOTT WILLIAMS
& ALEX SINCLAIR

SIX ISSUES
STARTING IN
MARCH

DC NATION SPOTLIGHT ON

BATMAN HUSH

INTERVIEW WITH JEPH LOEB AND JIM LEE

For more than two decades, "Hush" by writer Jeph Loeb and artist Jim Lee has stood as one of the most popular and influential Batman stories of the 21st century. Now the comics superstars have reunited for a six-part sequel starting in *Batman* #158 and titled "H2SH," with Hush, the titular villain introduced back in 2002, out for revenge against the Dark Knight.

Why was now the right time for "H2SH"?

Jim Lee: We've talked about coming back and doing a follow-up to "Hush" for a while. For a variety of reasons, the timing was never right. Because we're doing the All In initiative, where we launched the Absolute line but still wanted crazy things to happen in the core line, it made this return to Hush the right opportunity.

The challenge we had was, how do we recapture that excitement, yet do something new? Jeph, to his credit, crafted a story that feels very much like the opposite side of the coin to what he did 20 years ago. It establishes a new status quo for Batman, new villains, new looks, new locations.

Jeph Loeb: For 20 years, everywhere I've gone, people have asked me whether or not we're going to do it again. My answer was always very honest: When Jim's ready to go, I'll be ready to go. I was in a little tiny airport in Italy, outside of Lucca; my phone rings, and Jim says, "I think it's time for us to revisit these characters and to really come up with something that can not only build on what we did 20 years ago, but take it to the next level." That was the challenge. Certainly artistically, I have no doubt in my mind that Jim, Scott [Williams], and Alex [Sinclair] outdid themselves.

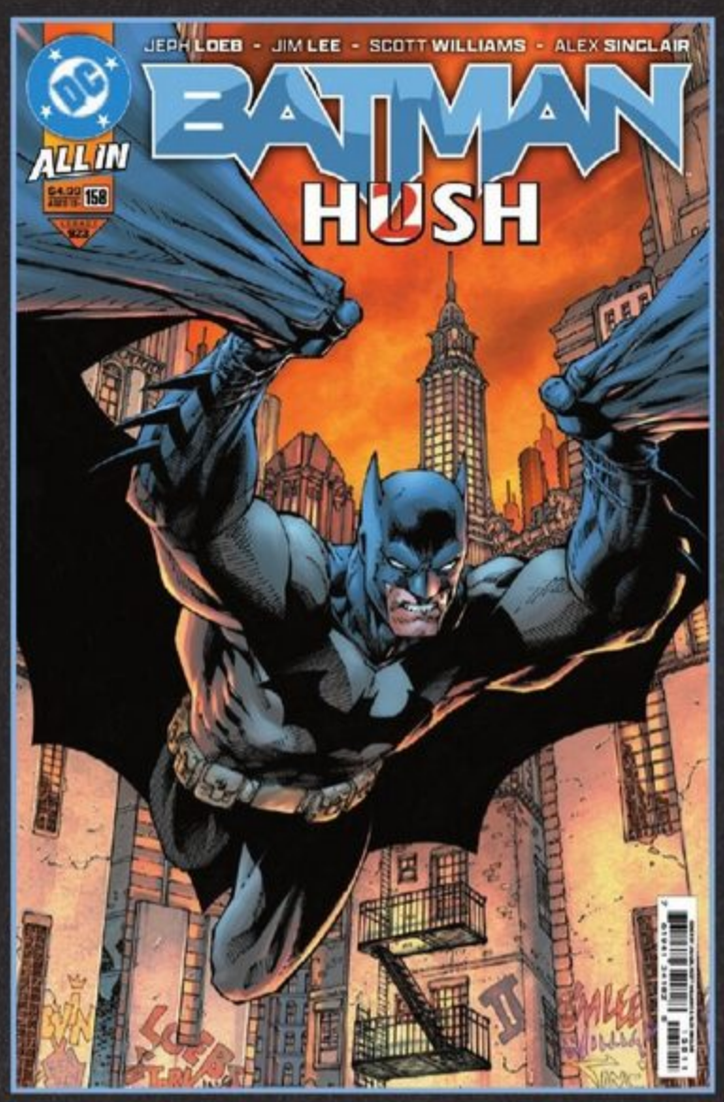
How has Hush himself evolved between these two stories?

Loeb: So much of what we did in the first story was to play with, "Who is Hush? What does he want? What's going on?" We've now established all that, so in many ways, this is a revenge story. He's learned so much, and one of the great things about the character is that he's a master manipulator. He likes the game of it. It's like moving pieces on a chessboard. You don't want to always play the same game. You want to take it in a new direction.

Jim, in what ways has your visual approach to these characters changed since the original "Hush"?

Lee: All the characters resemble the iconic versions of themselves, but we changed surface elements—melding the work that was done 20 years ago with the work we're doing today.

We're trying to do new kinds of shots, new angles, new color schemes. We're challenging ourselves across the board, because we know there are high expectations. It's also a great way to motivate ourselves, to do hopefully our best creative work.



DON'T MISS *BATMAN* #158, THE FIRST CHAPTER OF "H2SH," ON SALE IN MARCH!

DC COMICS MARIE JAVINS VP – Editor-in-Chief JIM LEE President, Publisher & Chief Creative Officer ANNE DePIES Senior VP & General Manager LARRY BERRY VP – Brand Design & Creative Services BRIAR DARDEN VP – Business Affairs LAWRENCE GANEM VP – Editorial Programming & Talent Strategy JAY KOGAN Senior VP – Legal NICK J. NAPOLITANO VP – Manufacturing, Operations & Collected Editions NANCY SPEARS VP – Sales & Marketing CARRIE WILLIAMS Executive Director – Publicity & Communications

CATWOMAN 74. May, 2025. Published monthly by DC Comics, 4000 Warner Blvd., Bldg. 700, 2nd Floor, Burbank, CA 91522. GST # is R125921072. Copyright © 2025 DC Comics. All Rights Reserved. All characters featured in this issue, the distinctive likenesses thereof, and related elements are trademarks of DC Comics. The stories, characters, and incidents mentioned in this magazine are entirely fictional. DC Comics does not read or accept unsolicited submissions of ideas, stories, or artwork. For Advertising and Custom Publishing contact dccomicsadvertising@dc.com. For details on DC Comics Ratings, visit dc.com/ratings.